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ITALIAN NATIONAL CHAMPIONSHIP

ROME – September 28 & 29, 2024

A Song of Ice & Fire – Italian National Championship 2024

DATE & PLACE

1. DATE: Saturday **28th** and Sunday **29th September** 2024
2. PLACE: **ROMA – CENTRO CULTURALE ELSA MORANTE**: Piazzale Elsa Morante - Romr, Italy

NUMBER OF PLAYERS & REGISTRATION

1. NUMBER OF PLAYERS: **32 people**.
2. REGISTRATION: it shall be done on the website (<https://asoiaf-stats.com/tournament/3d4f0030-3135-11ef-bd97-474c15aa9550>) and it becomes official after purchasing the tournament ticket.

DEADLINE DATES

1. The last date to register to the event is **Sunday 22nd September 2024 at 11:00 pm CET** (if tickets are still available).
2. Participants can change lists and factions until Thursday 26th September 2024 at 6:00 pm CET.
3. After this deadline, the lists would be locked and it will not be possible to modify them anymore.

RULES

1. Rules from Official rulebook (most recent update and following FAQs and erratas).
2. The Official rules and cards are the ones in English. Players can also use cards in different languages, but if there is a discussion among the players, the referee will consider only the cards in English.
3. If called, referee's decisions are always final.

ARMYLISTS

1. Standard 40 points two-list format.
2. The lists shall be uploaded on the tournament page on <https://asoiaf-stats.com/tournament/3d4f0030-3135-11ef-bd97-474c15aa9550>.
3. Everything that is both in the WarCouncil app **and** on the asoiaf-stats builder can be used.

MATCHES

1. The tournament will be played on 6 matches.

PREPARATION

1. Every player shall bring everything they need in order to play a game of ASolaF, including but not limited to miniatures, tokens, dice, rulers and, especially, terrains.
2. Every model shall be represented by the correct C'MON/DarkSword miniature.
3. No proxy are allowed.
4. Conversions are allowed, as long as the models are from C'MON/DarkSword and they clearly represent the related character/unit.
5. Painting is not compulsory, but strongly recommended.

PAIRING & GAME MODES

1. Game modes will be randomly chosen one or two days before the event.

- Swiss Pairing through the website www.asoiaf-stats.com.
- Pairing with same club's players will be avoided for the **first match**.
- There are 7 valid tournament Game Modes. The full list can be downloaded through the Official C'MON "A Song of Ice and Fire" website (*Tournaments -> Documents -> Tournament Guideline Season 4*) and they are:
 - A Game of Thrones
 - Winds of Winter
 - Honed & Ready
 - A Dance of Dragons
 - Here We Stand
 - A Feast for Crows
 - Banners & Butchery

TABLES & TERRAINS

- Every player shall have their own terrains.
- Standard tables: 4x4 feet.
- Battlefield setup will follow the dice **random Battlefield Layouts** rules.

TIME LIMIT & END OF THE MATCHES

- Time limit will be set at 100 minutes (1h40m).
- TOs will remind when there are 20, 15 and 10 minutes left.
- When players receive the "10-minute warning" they shall finish the round they are playing in the fastest possible way and they cannot start another round.

TIME SCHEDULE

- The following is the official time schedule of the event.

Saturday 28		Sunday 29	
10:00	Meeting all the participants	09:00	Meeting all the participants
11:00-12:40	First Match	9:30-11:10	Forth Match
13:00-14:10	Lunch Break	11:30-13:10	Fifth Match
14:15-15:55	Second Match	13:15-14:30	Lunch Break
16:15-17:55	Third Match	14:45-16:25	Sixth Match
		17:00-17:30	Award Ceremony

SPORTSMANSHIP

- As per official C'MON guidelines.
- If any problem arises, please call immediately the referee.

VICTORY & SCORING

- As per official C'MON guidelines.
- All the matches will be recorded on www.asoiaf-stats.com.
- If, at the end of the game time and before the sixth round would be played, both players will have the same number of Victory Points, the game will end as a **draw (tie)**. **The remaining points on the table will not be considered.**

4. If, at the end of the sixth round, both players will have the same number of Victory Points, the game will end as a **Minor Victory** for the player who as the most remaining Combat Unit Points on the battlefield. **The remaining points on the table will be considered.**

REGISTRATION FEE & PRIZES

TO will provide prizes for:

The tournament will grant, only to the winner, the possibility to purchase a ticket for the Invitational tournament that will attend in Stockport UK on March 29th and 30th 2025. This invitation will be granted to the winner only **IF** he/she has not been invited to the Stockport tournament yet.

- First classified player**
- Second classified player**
- Third classified player**
- Best of all Generals ***
- Best Faction General****
- Best painted army**
- Every player is going to receive some prizes.**

*Is the General who will get more Victory Points.

**Is the Faction General who will get more Units Destruction Points.

REGISTRATION FEE & PAYMENT METHODS

By Bank Transfer: **35.00 €**

Bank Name: BCC ROMA

Name: ASD CULTURALE LA TANA DEGLI ORCHI

IBAN: IT 52 B 08327 14500 000000001275

By PayPal (Business account): **37.00 €**

PayPal address: info@latanadegliorchi.it

Name: APS La Tana degli Orchi

By Satispay: **35.00 €**

Phone number: +393346954186

Name: Bartolucci Claudio

1. The registration will be official after the payment.
2. After the payment, please inform the staff so you can be accepted on the tournament page on [asoiaf-stats](http://asoiaf-stats.com).